

# Parker Cline

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## Objective

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I am a passionate and driven computer enthusiast with extensive experience across all major operating systems, multiple developer languages, cloud environments, and custom hardware development. My enthusiasm for technology drives me to be involved in the developer community, where I regularly participate in Game Jams and in open source projects. I'm looking to translate my skills into an entry-level position in Datacenter Tech, Desktop IT Support, or Network Administration.

## Technical Skills

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- Programming Languages: Python, Lua, C#, Rust, Go, Java
- Hardware: Arduino, Raspberry Pi, Automation, Lighting, Electrical, Soldering
- Software: Vim, VSCode, Zed, Adobe Suite, Microsoft Office, Unity, Godot
- Operating Systems: Linux, Windows, MacOS
- Virtual Machines: Proxmox, VMWare, VirtualBox, VirtKVM
- Productivity: Jira, Trello, Notion, ClickUp, Git, GitHub

## Experience

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### OMESCAPE - Real Room Escape Game

#### Lead Programmer

January 2021 - August 2024

Sunnyvale, California

- Wrote maintainable code for diverse software, allowing systems to interact via GPIO or Web-Sockets.
- Used Arduino and Raspberry Pi to create unique customer experiences.
- Documented projects with high-quality, readable documentation for both technical and non-technical users.
  - Easy to read for less technical customers
  - Still contains advanced information for maintainers
- Created and maintained Linux-based servers and databases.
- Set up local VoIP for player-host communication.
  - Allowed direct communication with rotary phones
  - Included a system to play pre-recorded messages
- Completed projects with high customer satisfaction and minimal post-op fixes.
- Worked independently on projects.

### Community Help Desk

- Assisted community members with technical support.
- Repaired hardware such as computers and phones.
- Optimized WiFi connectivity and provided remote help desk support.

### After School Tutor

2022

Freelance

- Taught introductory programming with Python.
- Assisted intermediate students with classwork.

### Open Source Projects

- **NeoDrew**: Open Source Discord bot written in Python; extensible, with web-server support.
- **Boaba Yaga**: Open Source platformer in Godot using the Entity Component System paradigm.

## Private Projects

- Self-hosted Proxmox cluster running Ubuntu Server containers for open-source software.
- Runs virtualized Windows 11 with PCIe Passthrough and low-latency remote viewing.

## Education & Training

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- **Undergraduate Coursework**, Game and Interactive Media Design; Academy of Art University 2020 - 2023
- **Unity Programming Certification**; Unity Certification Number: 90088844
- **CompTIA A+** (*In Progress*)
- **CCNA**; Cisco (*In Progress*)

## Interests

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### Competitive Game Jams Participant

- Participated in 6 public game jams as lead developer and director.
- **GitHub Game Off**: Scored 8th in Gameplay, 23rd Overall.
- Other events include Ludum Dare, GMTK Game Jam, consistently scoring in the top 20%.